

# Computer Vision

## Section 5

# Image Segmentation

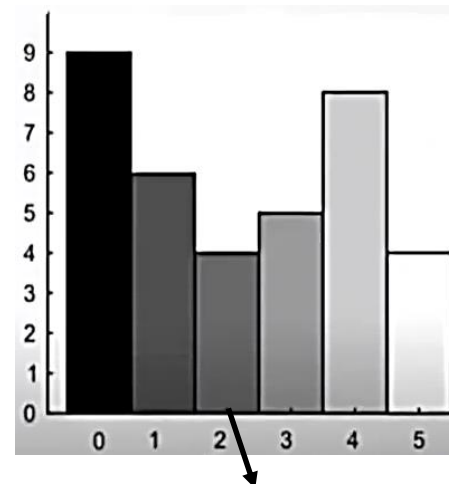
- Image segmentation is a computer vision task that involves dividing an image into multiple meaningful parts or regions to make it easier to analyze.
- Semantic Segmentation
  - Classifies each pixel into a category but doesn't distinguish between instances.
- Instance Segmentation
  - Similar to semantic segmentation but also differentiates between separate instances of the same object class.



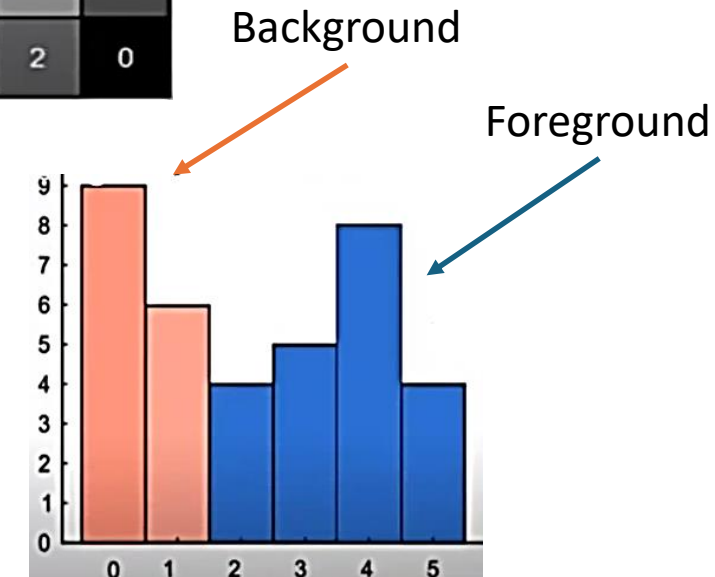
# Thresholding (Otsu Method)

- Thresholding is a technique to convert a grayscale image into a binary image (black and white) by turning all pixels above or below a certain intensity value to white (255) or black (0).
- Otsu's method automatically finds an optimal threshold value to separate an image into foreground and background based on its histogram.

0	1	2	1	0	0
0	3	4	4	1	0
2	4	5	5	4	0
1	4	5	5	4	1
0	3	4	4	3	1
0	2	3	3	2	0



Otsu=2.196



# Thresholding (Otsu Method)

- We try every threshold  $t$  and compute:

$$\sigma_b^2(t) = \omega_1 * \omega_2 * (\mu_1 - \mu_2)^2$$

- $\omega_1(t)$  = probability of class 1 ( $\leq t$ )
- $\omega_2(t)$  = probability of class 2 ( $> t$ )
- $\mu_1(t)$  = mean of class 1
- $\mu_2(t)$  = mean of class 2

**Threshold  $t = 2$**

**Class 1:**  $[0, 1, 2] \rightarrow 9+6+4 = 19$  pixels

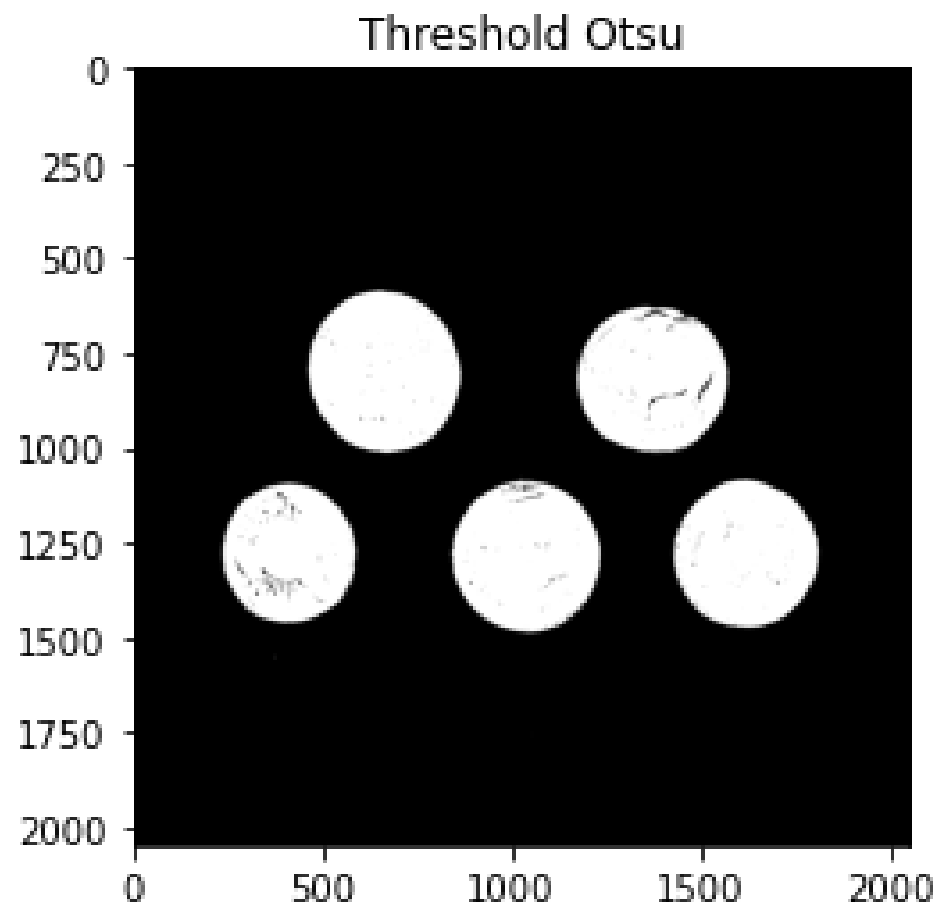
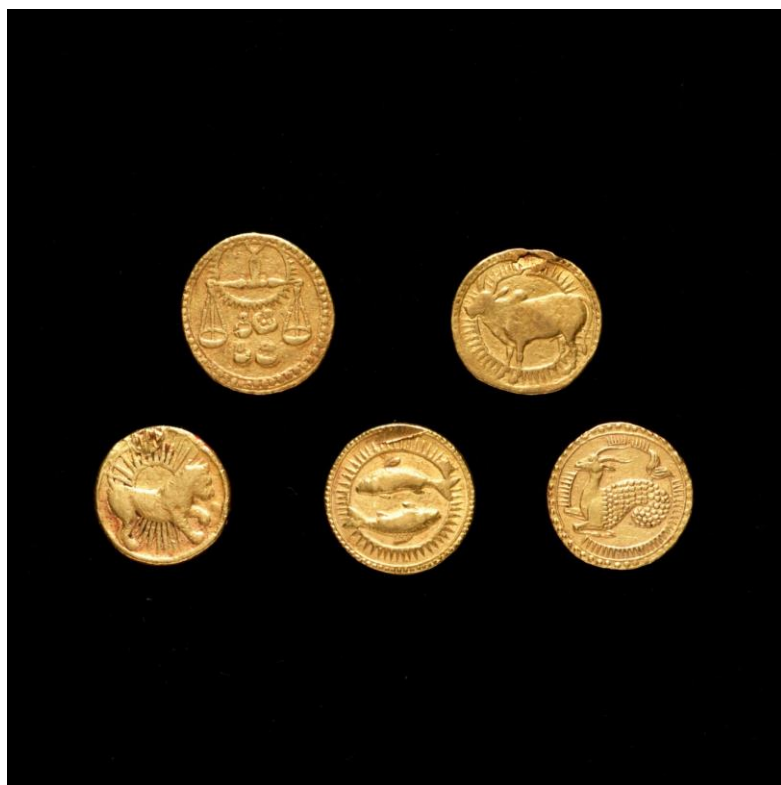
- $\omega_1 = 19 / 36 \approx 0.528$
- $\mu_1 = (0 \times 9 + 1 \times 6 + 2 \times 4) / 19 = (0 + 6 + 8) / 19 \approx 0.7368$

**Class 2:**  $[3, 4, 5] \rightarrow 17$  pixels

- $\omega_2 = 17 / 36 \approx 0.472$
- $\mu_2 = (3 \times 5 + 4 \times 8 + 5 \times 4) / 17 = (15 + 32 + 20) / 17 \approx 3.7059$

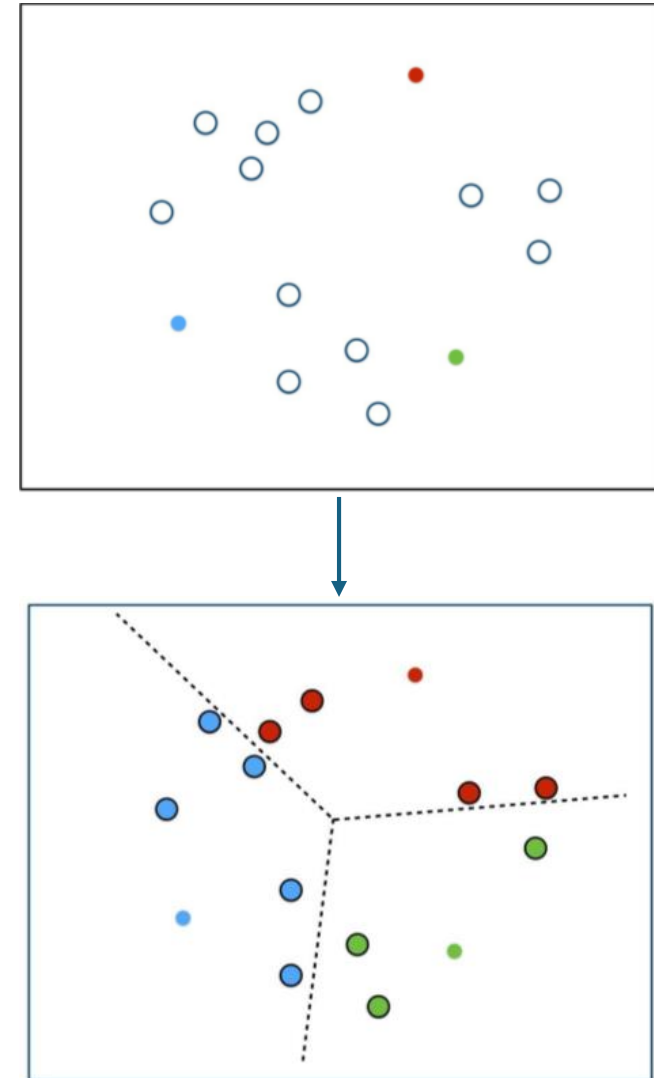
$$\begin{aligned}\sigma_b^2 &= 0.528 \times 0.472 \times (0.7368 - 3.7059)^2 \\ &\approx 0.528 \times 0.472 \times 8.819 \approx 2.196\end{aligned}$$

# Thresholding (Otsu Method)

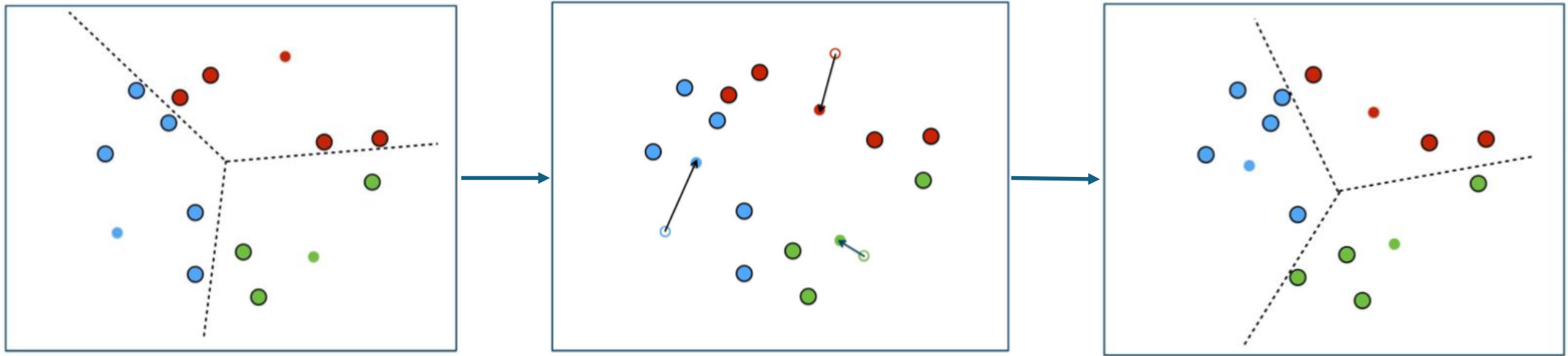


# K-means Clustering

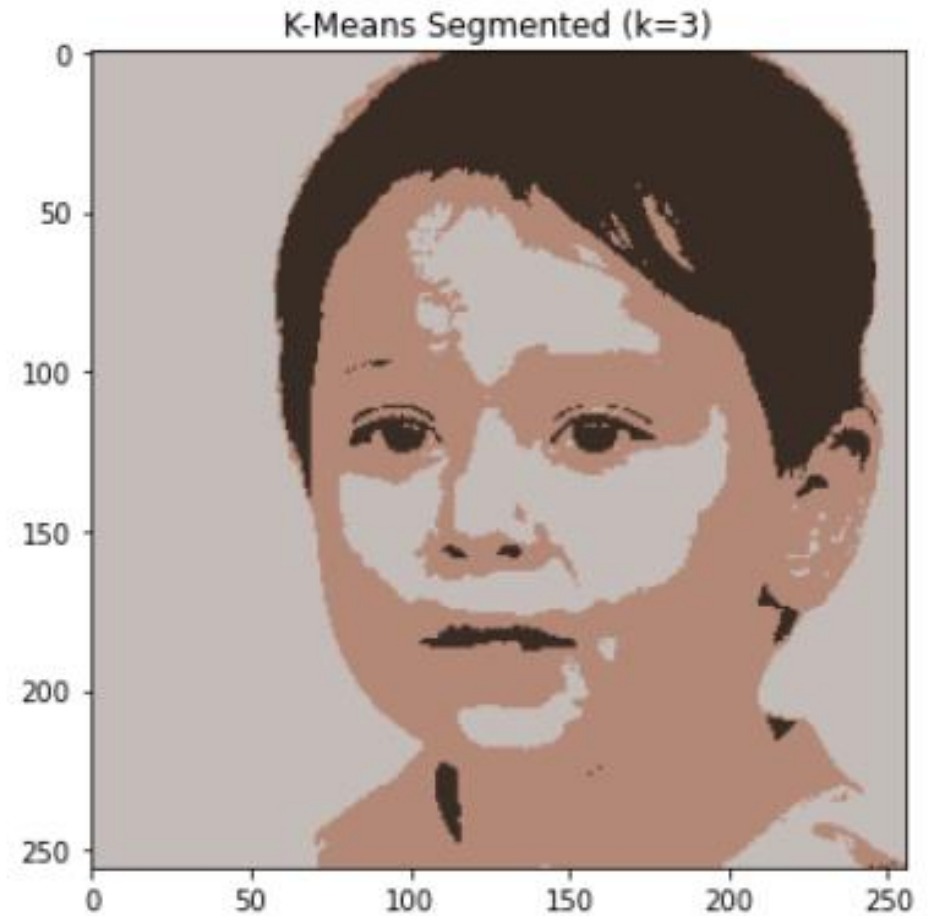
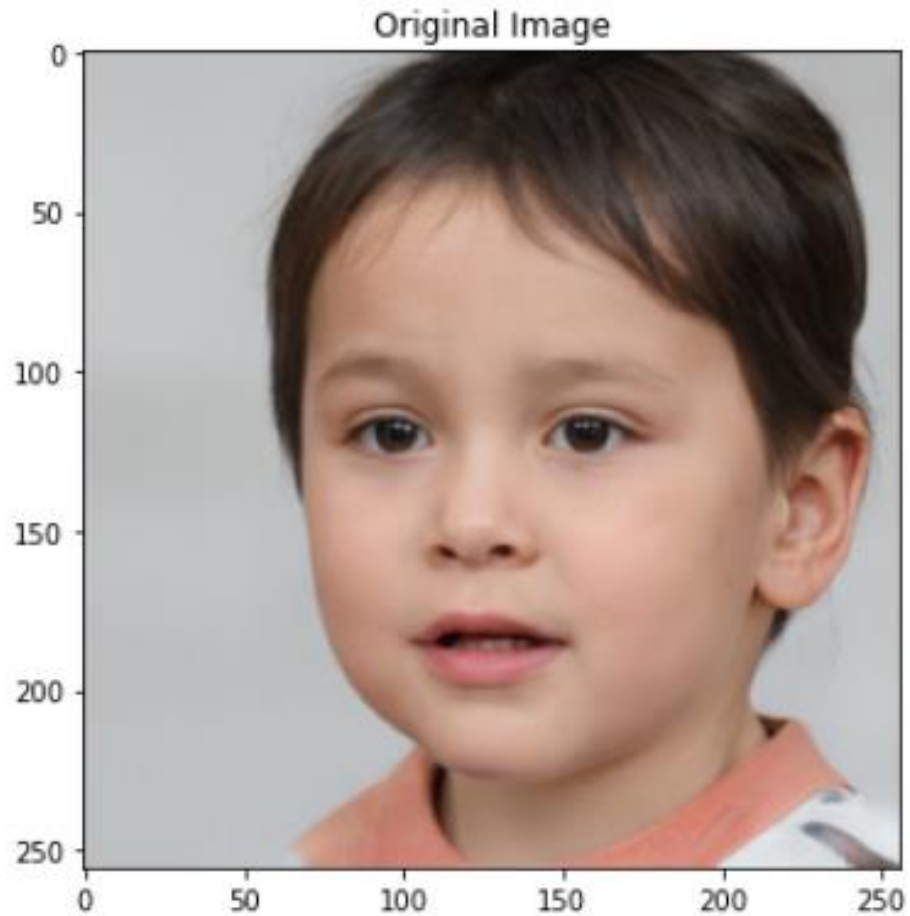
- K-means is an unsupervised machine learning algorithm that groups similar data points into K clusters.
- Step by Step:
  - Choose K – the number of clusters you want (e.g.,  $K = 3$ )
  - Initialize K centroids randomly
  - Assign each data point to the nearest centroid
  - Recalculate the centroids by averaging the points assigned to each
  - Repeat steps 3-4 until centroids don't change much (or max iterations)



# K-means Clustering



# K-means Clustering





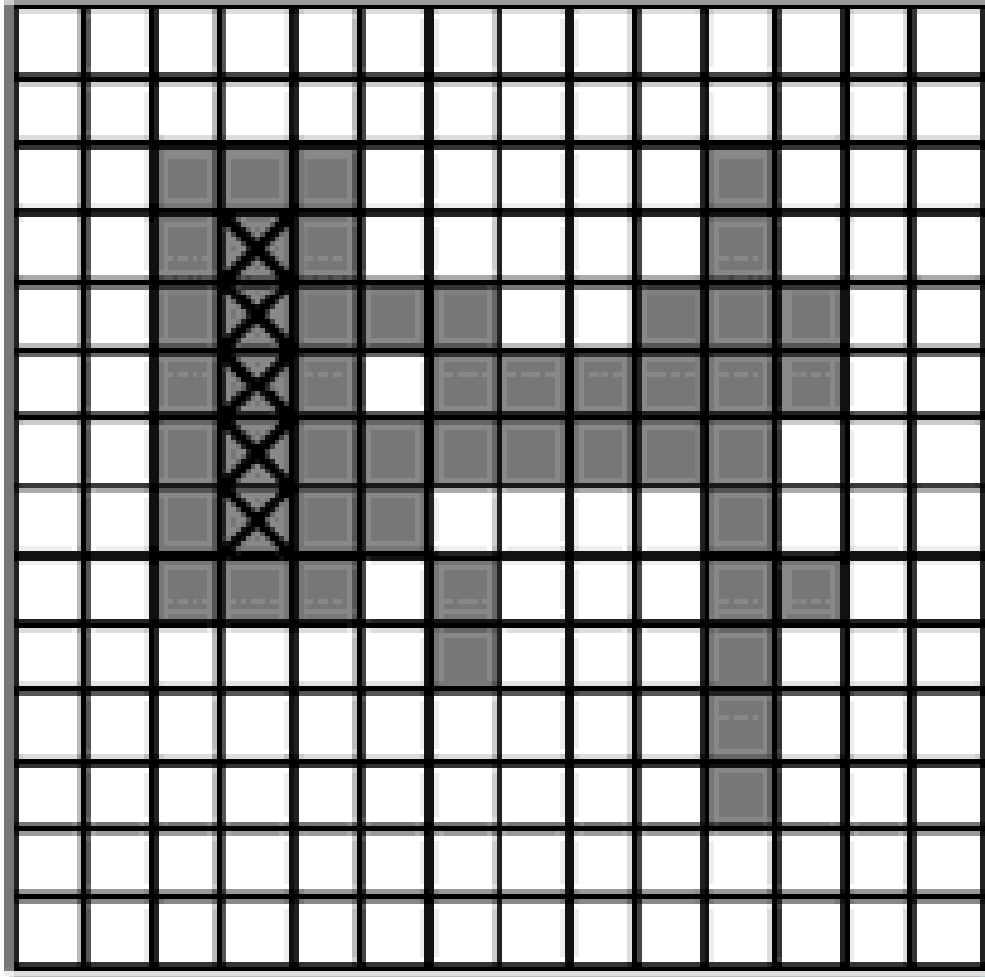
# Morphological operations

- Morphological operations are image processing techniques that focus on the shape and structure of objects in an image.
- They are most commonly applied to binary images (black & white).
- To **clean up**, **refine**, or **analyze** shapes in an image:
  - Remove noise (tiny specks)
  - Fill holes inside objects
  - Separate or connect objects
  - Highlight outlines

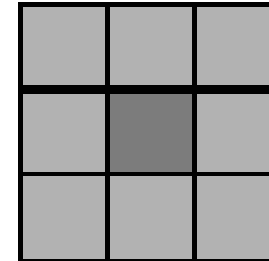
# Morphological operations

Operation	What It Does	Visual
Erosion	Shrinks white regions (foreground)	Erodes boundaries
Dilation	Grows white regions	Expands object size
Opening	Erosion → Dilation	Removes small noise
Closing	Dilation → Erosion	Fills small holes
Gradient	Dilation - Erosion	Extracts edges

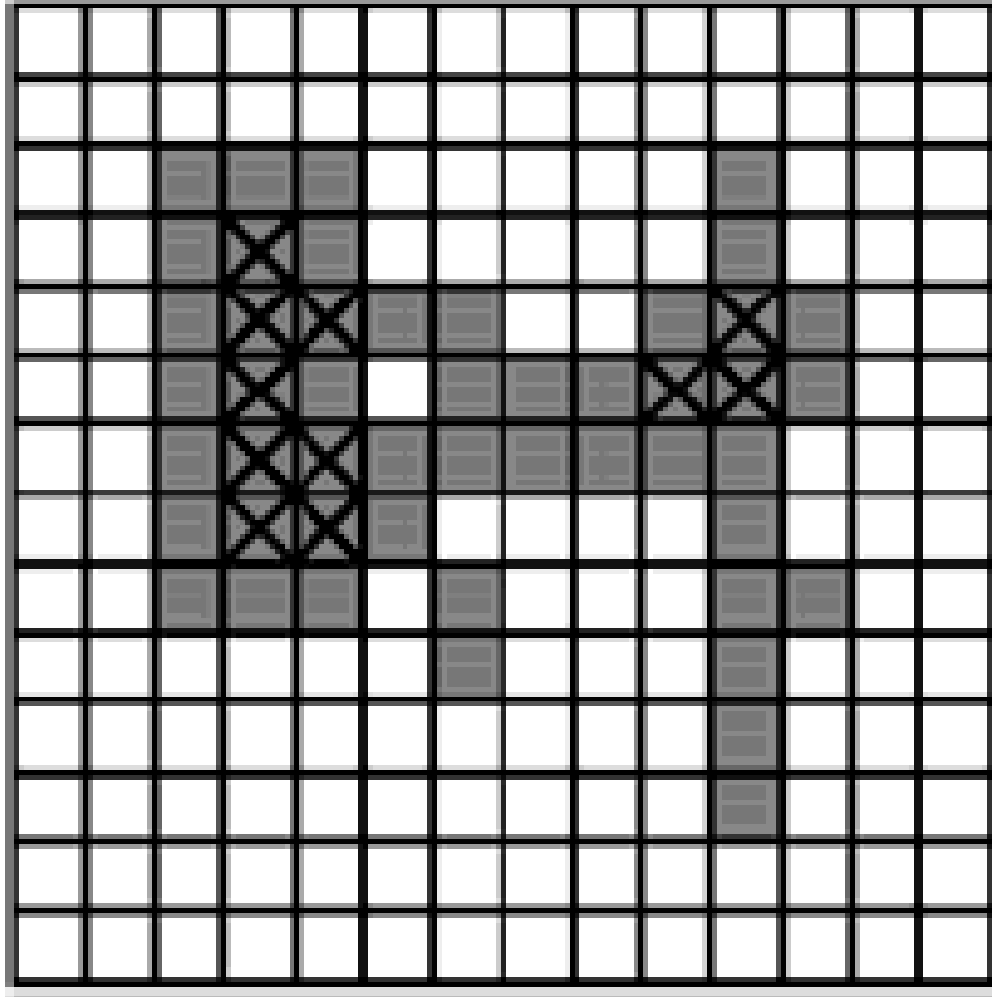
# Erosion



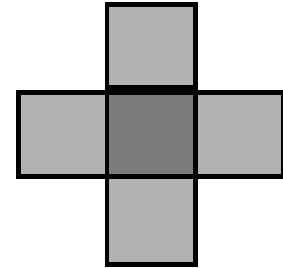
SE=



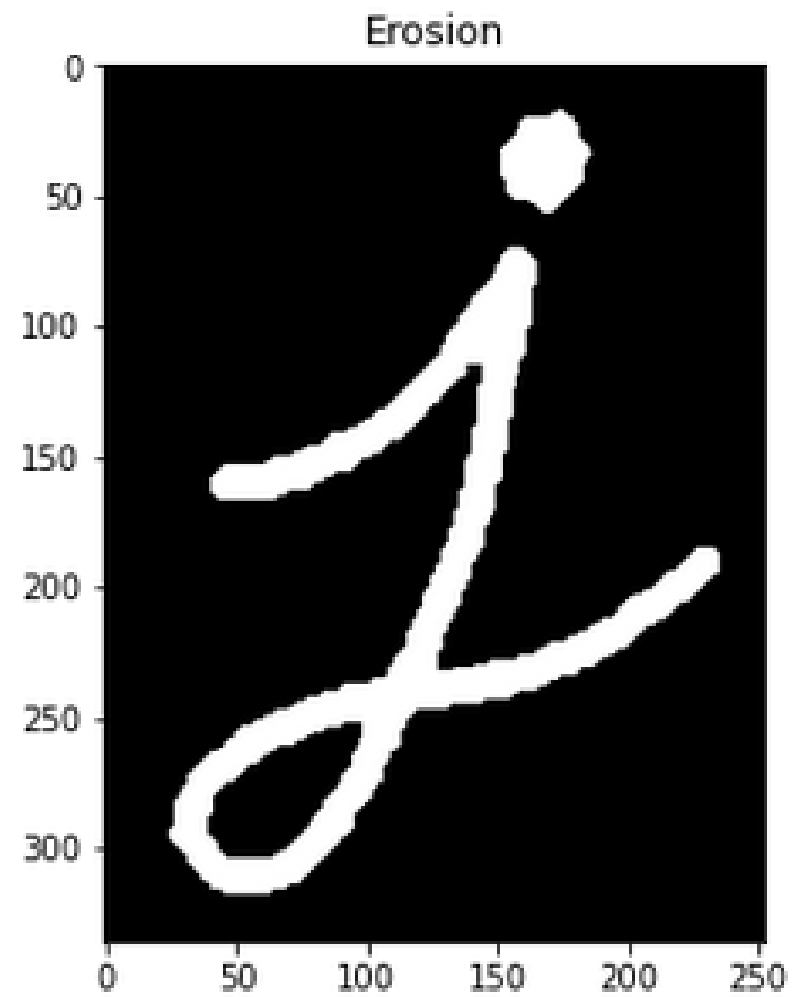
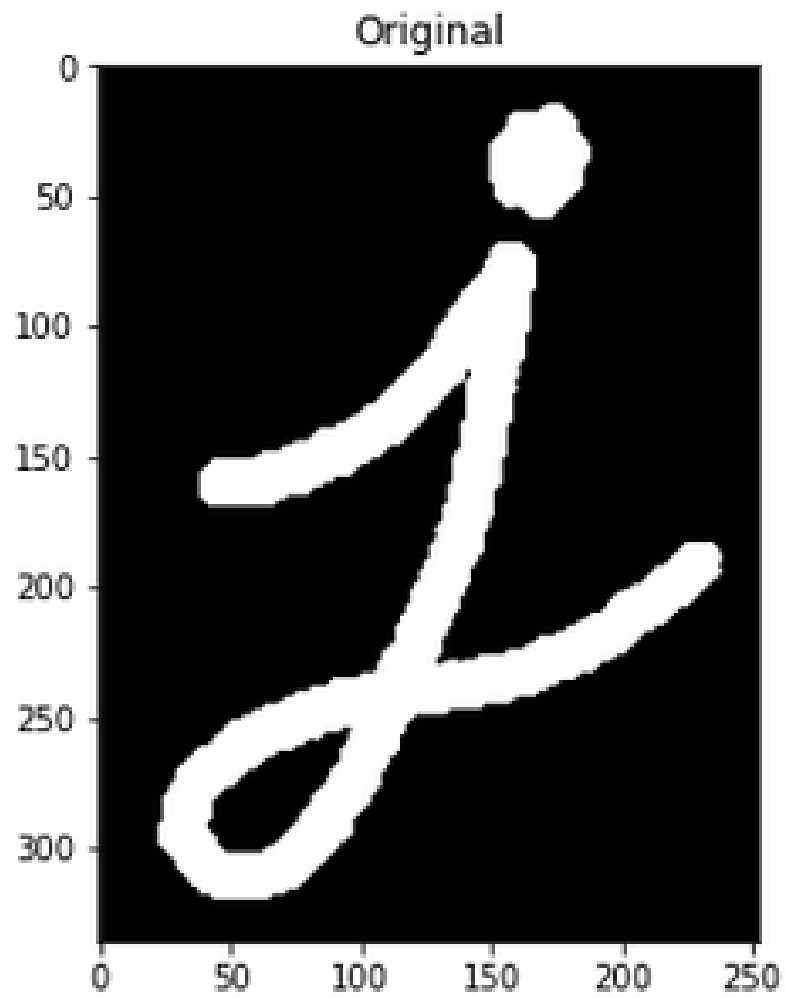
# Erosion



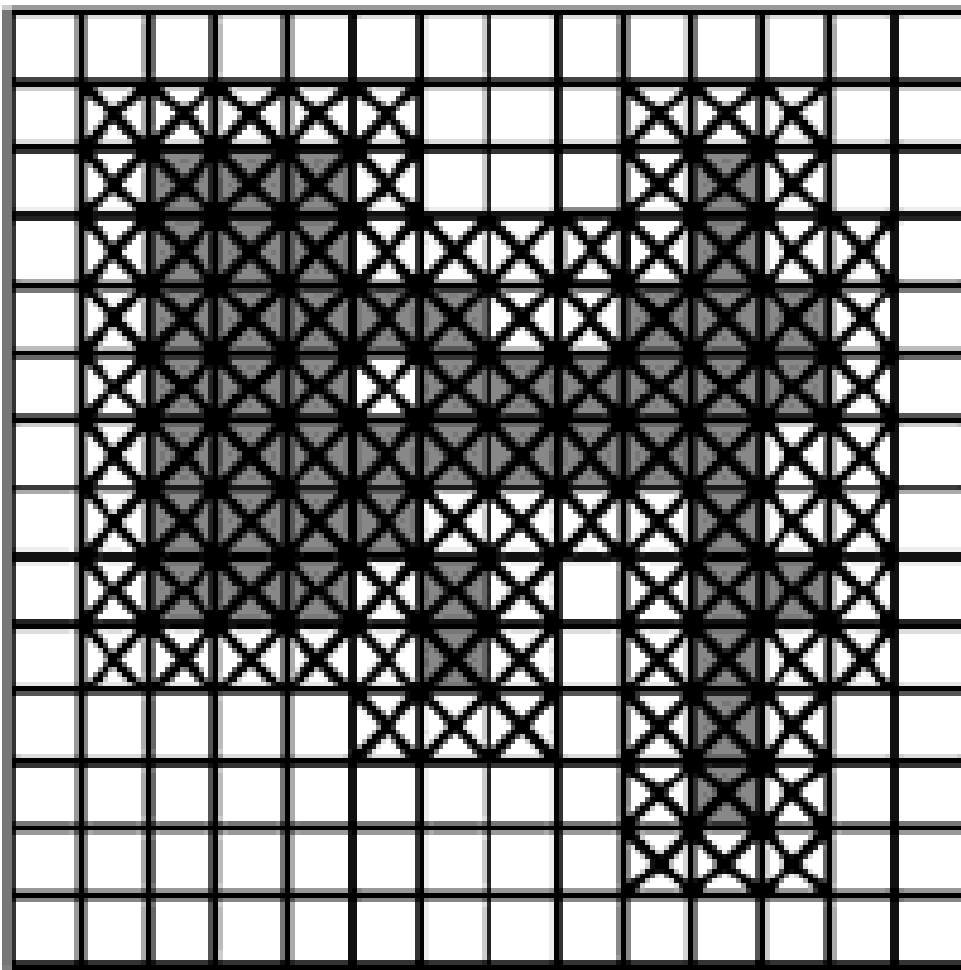
SE=



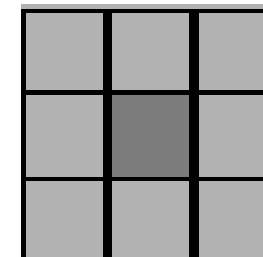
# Erosion



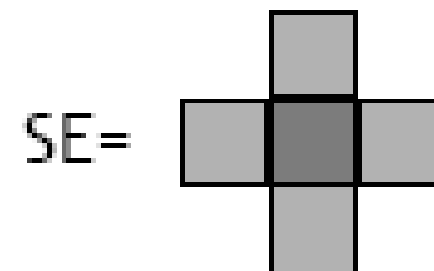
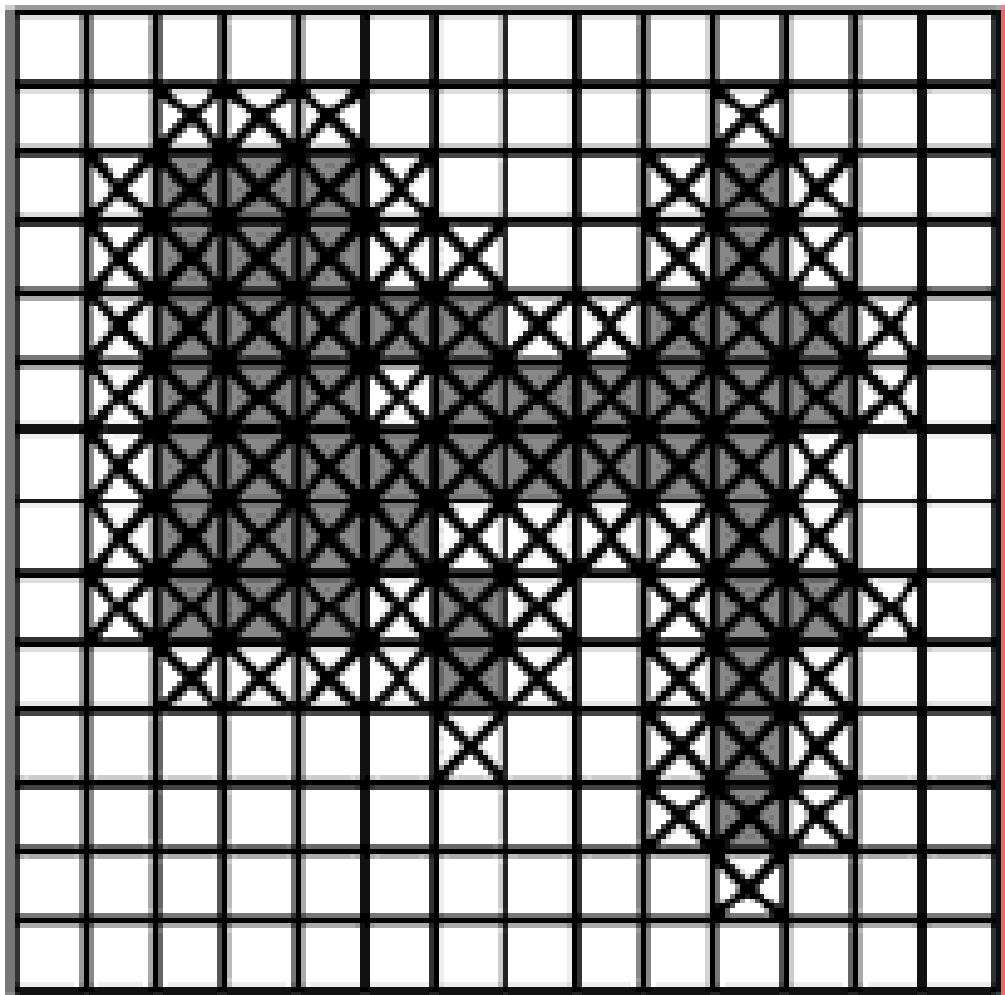
# Dilation



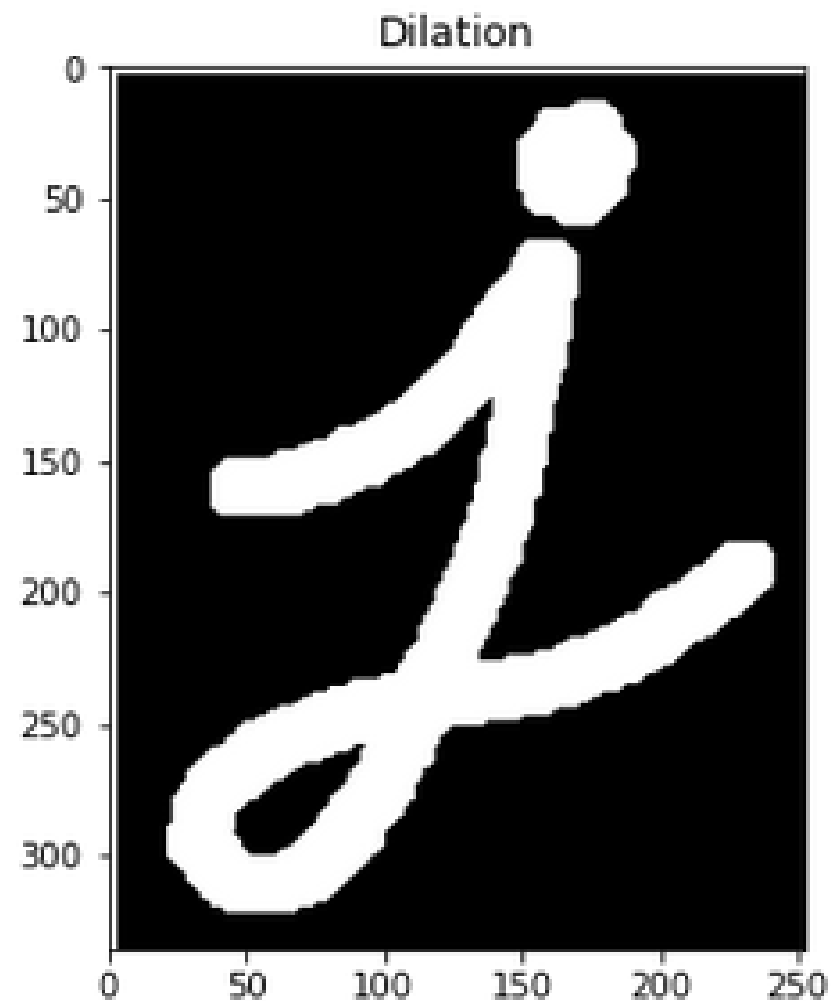
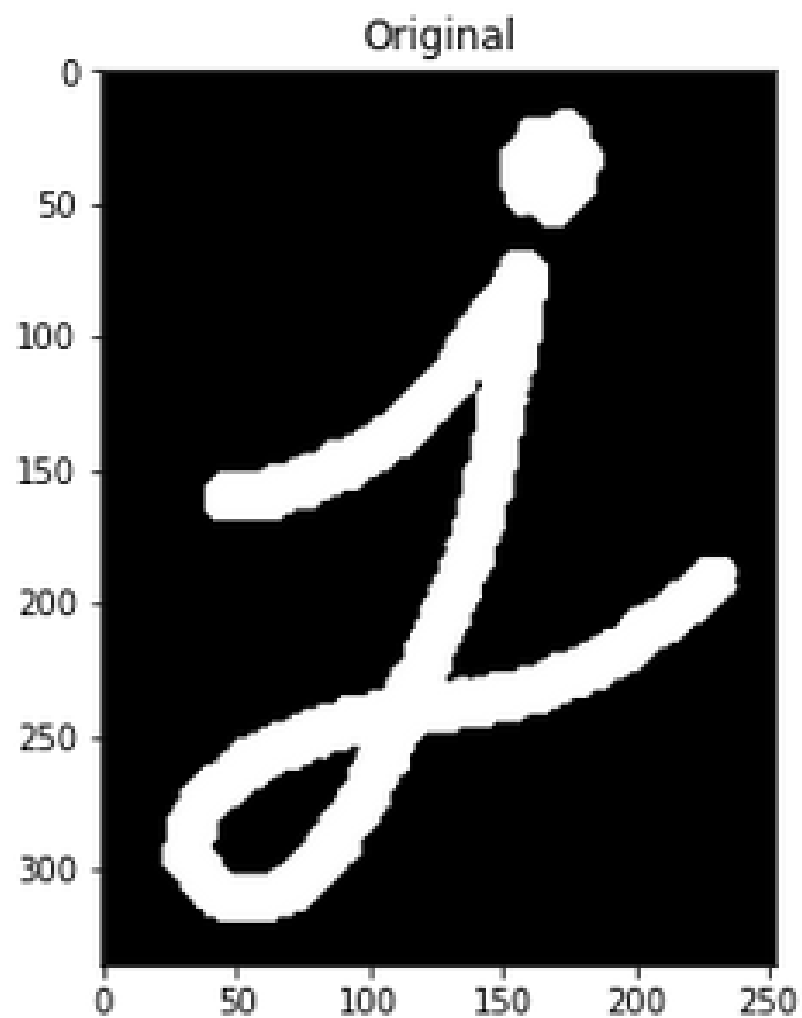
SE=



# Dilation



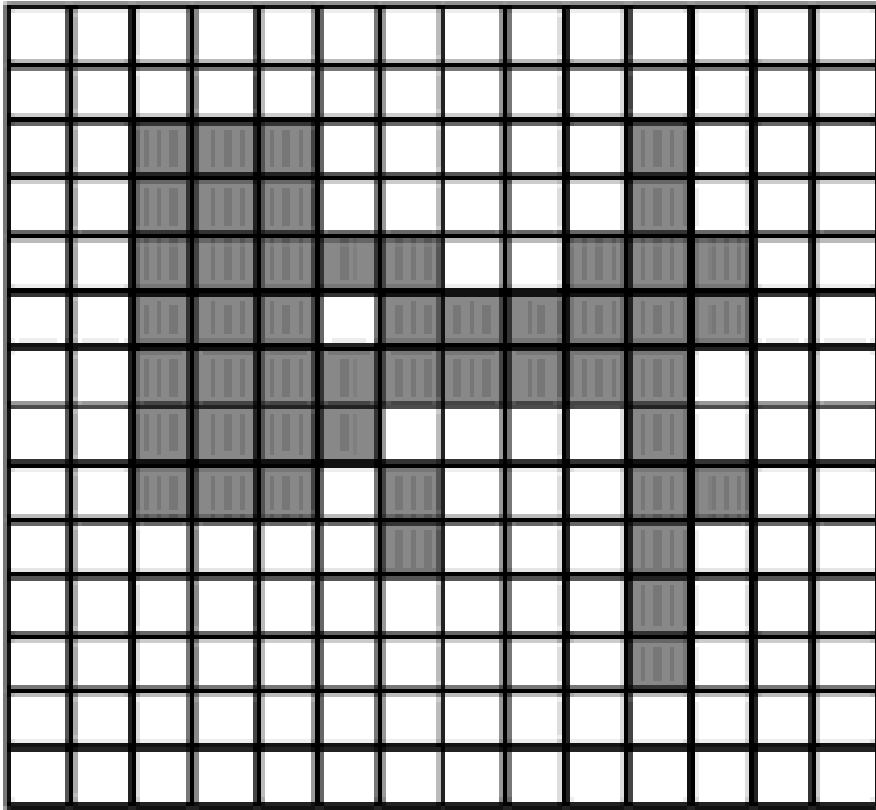
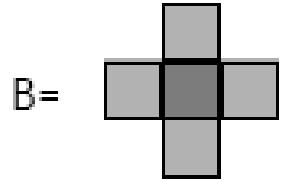
# Dilation



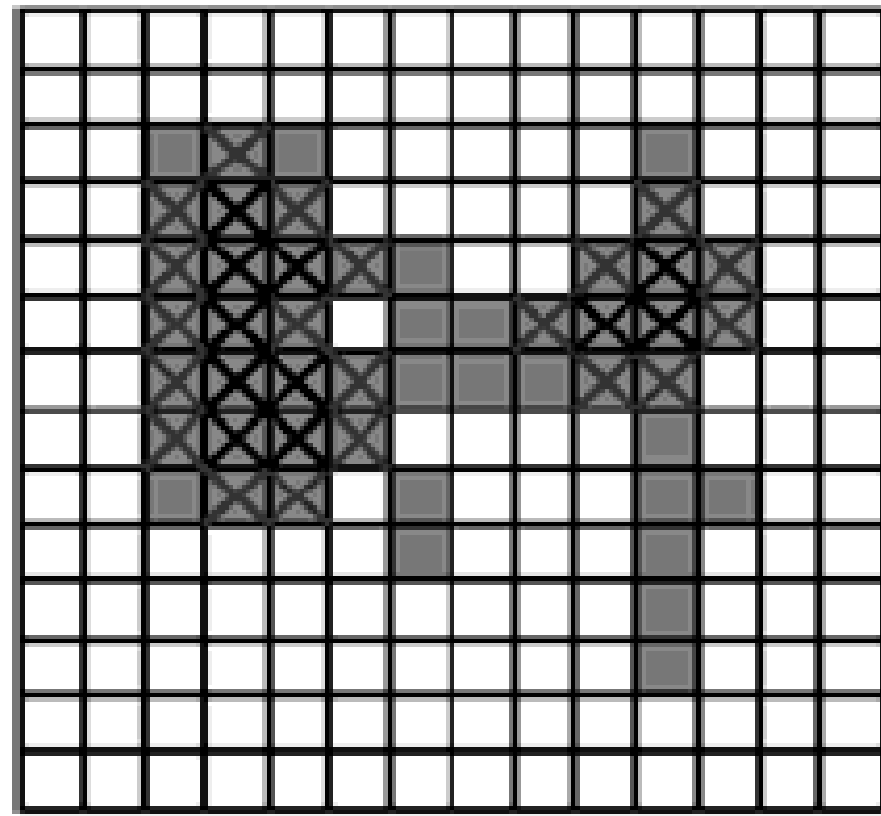


# Opening

$$A \circ B = (A \ominus B) \oplus B$$



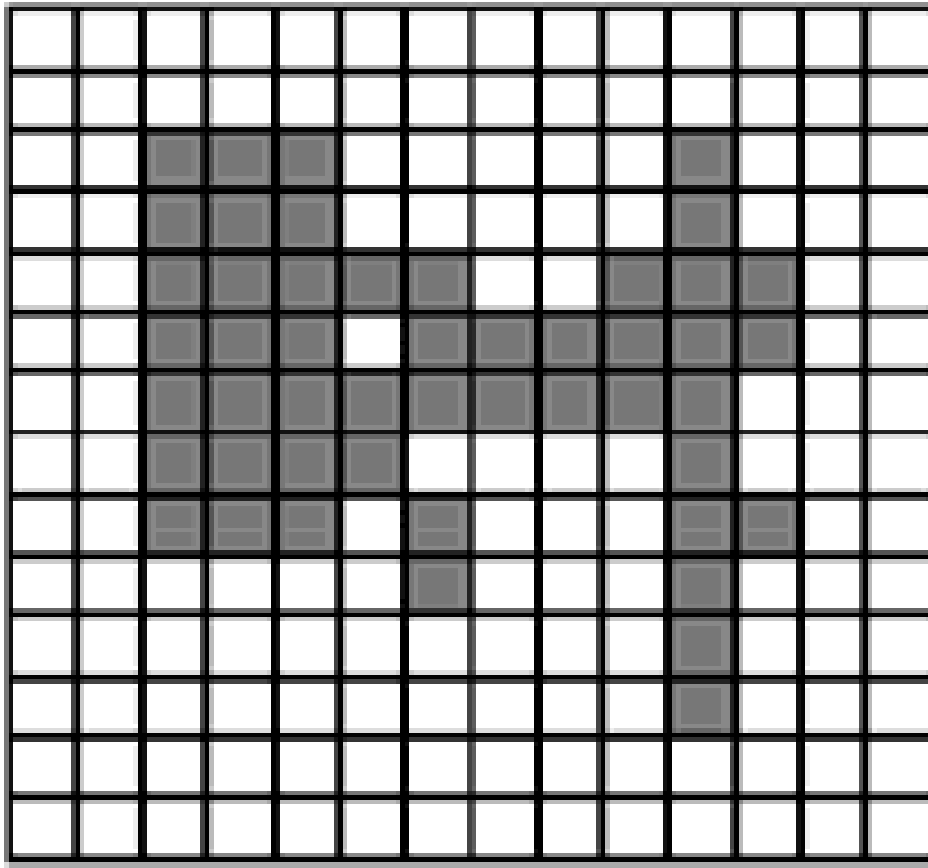
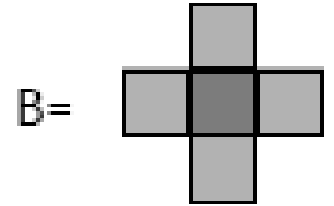
A



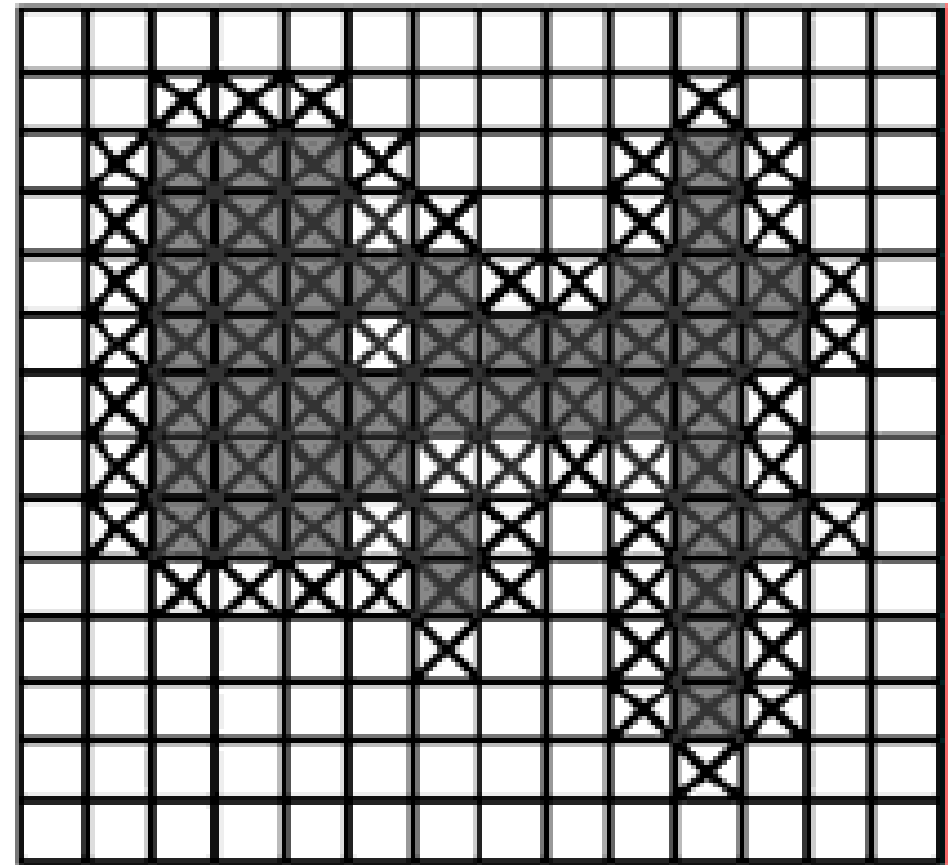
$A \ominus B$     $A \circ B$

# Closing

$$A \bullet B = (A \oplus B) \ominus B$$

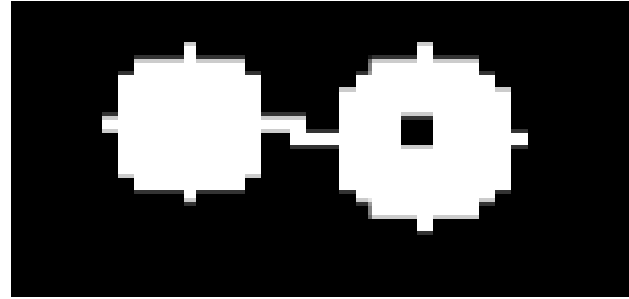


A

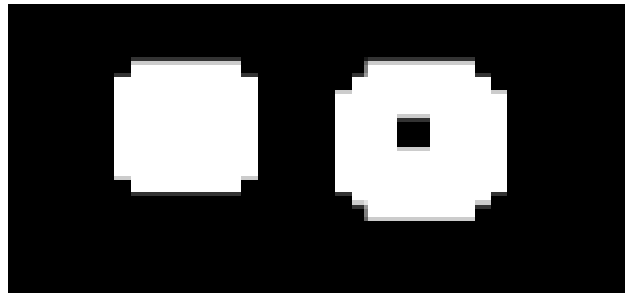


$A \oplus B$     $A \bullet B$

# Opening and Closing



A

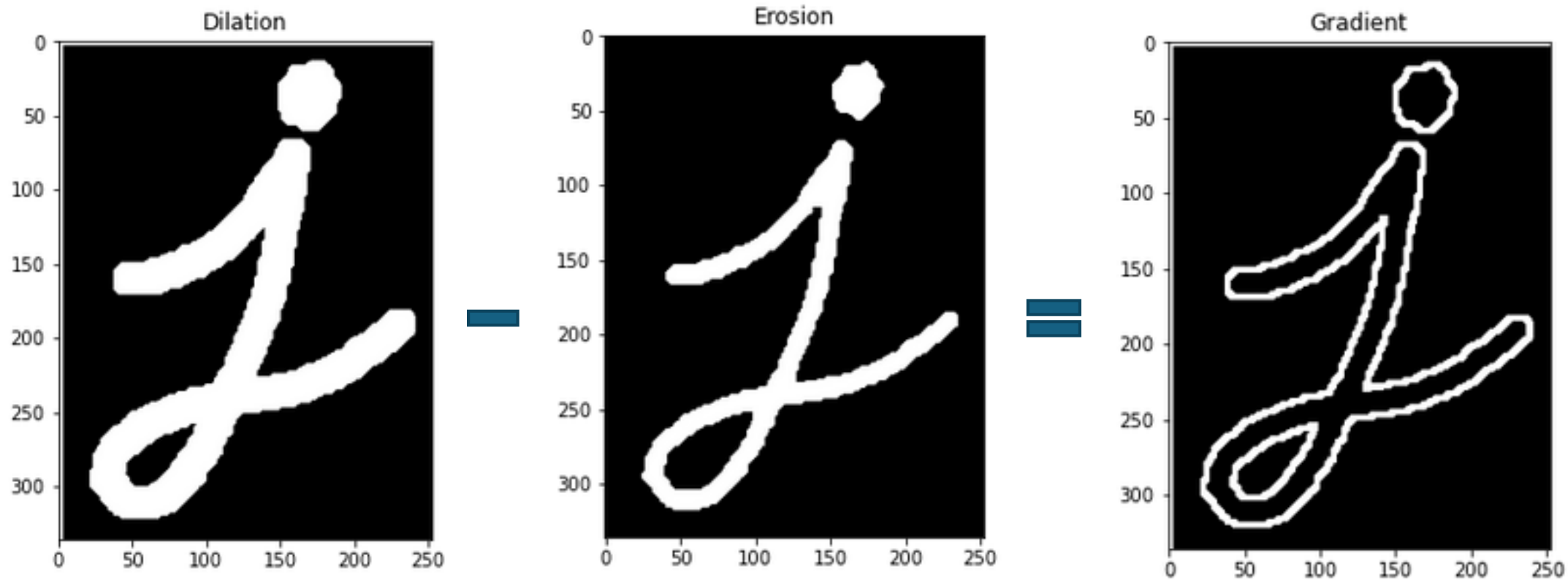


opening of A  
→ removal of small protrusions, thin  
connections, ...



closing of A  
→ removal of holes

# Gradient



Thanks